

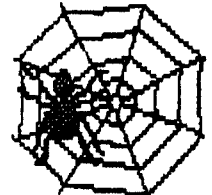
VOLUME VIII, #29

BORIS THE SPIDER

A Journal of Duplicitous Doings,
Raw Power, and Naked Greed

"Oh, what a tangled web we weave
When first we practice to deceive"

-- Sir Walter Scott --



9 May 06

(#249)

Morrison Wins "Chryses"!

Congratulations to Wayne Morrison for winning our tenth game of HISTORY OF THE WORLD. It was a close thing, as only by drawing and being able to keep Russia in Epoch VII was he able to avoid being passed those "kiss of death" empires that the leader so often gets. This will open up a page for new mayhem, so get your gamestart druthers in soon. Games with minimal quora so far are 1856, SILVERTON and MERCHANT OF VENUS (all 2-pagers) and GUNSLINGER.

Boris has been cast as Nunzio in a local production of *Over the River and Through the Woods* which will run 16-18 & 22-25 Jun. The next Boris Deadline, 2 Jun, begins the "crunch" period for the show - set move-in and dressing, long rehearsal sessions, etc. Please get your orders in early next time as I won't have a lot of free time to chase late orders.

IMMEDIATE GAME OPENINGS:

CIRCUS MAXIMUS: Benjios is available.

COLONIAL DIPLOMACY: Japan may be available.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "...well you see Norm, it's like this... A herd of buffalo can only move as fast as the slowest buffalo. And when that herd is hunted, it's the slowest and weakest ones at the back that are killed first. This natural selection is good for the herd as a whole, because the general speed and health of the whole group keeps improving by the regular killing of the weakest members. In much the same way, the human brain can only operate as fast as the slowest brain cells. Now as we know, excessive intake of alcohol kills brain cells. But naturally, it attacks the weaker brain cells, making the brain a faster and more efficient machine. And that, Norm, is why you always feel smarter after a few beers." -- Cliff

NEW ON THE WEBSITE: The Hall of Fame page has been updated.

PICTURE OF THE MONTH: The first pic submitted for use here, Dave and Debbie Anderson.

Tom Butcher still needs a NEW WORLD player to fill in a game starting in his zine *Blut und Eisen*. Contact him soonest at thomas-butcher@sbcglobal.net

BOOS & KUDOS

The Madame Bolduc Press Excellence Award goes this month to Jack Shacklett for his press datelined Constantinople in "Boris XVIII".

This month's Ms Nar Super-Sudsy Bomb is lobbed at John Quigley for NMRing in *COLONIAL DIPLOMACY*.

PERSONAL COMMUNICATION HERE (maybe):

BORIS THE SPIDER

c/o 203 Devon Ct

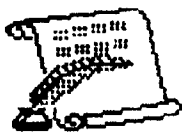
FWB, FL 32547-3110

<http://hometown.aol.com/prbolduc/boris/borishome.htm>

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Deadline for most games is 1800 CDT 2 Jun 06



Austria Lives!

FALL 1984

XVIII
2005F

ERRATA: Italy built F ROM. Russian A VIE must retreat otb or to BOH.

CLIFFHOME: The Russian blunder of not ordering a retreat for A VIE has given new life to Austria and strengthened the Turk relative to I/R. But that may be counterbalanced by Russian gains in England, although the French have given the Tsar's German ally a pretty good wallop. Is the westward flow of those Italian fleets another blow at the E/F or an invite for a Turkish fleet build and naval jihad?

TROOP MOVEMENT

Russian A VIE was NRR so is retreated otb.

AUSTRIA (Nichols): [A Bud S A Tri](d), [A Vie S A Tri, [A Tri S A Bud];

ENGLAND (Anderson): [F nth S F Ska-Nwy](r-???), [F Ska-Nwy], F Lon S F Nth;

FRANCE (Boyum): A Gas-Bur, A Par S A Gas-Bur, F Pic S F Eng-Bel, F Eng-Bel, F Mar H;

GERMANY (Haffey): A Kie-Hol, [A Bel-Pic](r-???), F Hel S RUS F Nwy-Nth, A Tri-Pie, [A

Bur-Gas](r-???), F Den S RUS F Nwy-Nth;

ITALY (Copeland): F Ion H, F Tyn-Lyo, F Tun-Wes, [A Ven-Tri];

RUSSIA (R. Fisher): [A War-Mos], [A Boh-Vie](nsu), [F Swe-Nwy], F Nwy-Nth, A Gal S A

Boh-Vie(nsu), F Bar-Nrg.

TURKEY (Shacklett): A Rum S A Ser-Bud, [A Ukr-Mos], F Alb S ITA A Ven-Tri, A Ser-Bud, F Aeg C A Con-Gre, A Gre-Ser, A Con-Gre.

English F NTH must retreat otb or to EDI, ENG, or YOR. GER A BEL must retreat otb or to RUH. GER A BUR must retreat otb or to MUN or RUH. If both German armies r-RUH, both are eliminated.

Orders in brackets fail; amb = ambiguous, NMR = no move received, NRR = no retreat received, nso = not so ordered, nsu = no such unit, otb = off the board, otm = on the move, r-??? = retreats somewhere.

SUPPLY CENTERS:

AUS: -Bud Tri -Ser +Vie

ENG: Edi Lon Lpl

FRA: Bre Mar Par Por Spa +Bel

GER: Ber Kie Mun -Bel Den Hol

ITA: Nap Rom Ven Tun

RUS: Mos StP War Swe Nwy -Vie

TUR: Ank Con Smy Bul Sev Rum Gre +Bud +Ser

(2) Even

(3) Even *

(6) Build 1

(5) Tear 1 **

(4) Even

(5) Even

(9) Build 2

* If ENG F NTH r-otb, may build 1.

** If either German A r-otb, then even; if both are eliminated, then build 1.

Due next are orders for Spring 1905 and Press. Ms Nar loves Press. See website for transcript and current map.

EMBASSY BEAT

Italy to Germany - Kaiser, just because your armies cannot behave themselves in France is no reason to send them into Italy. Begone - or feel the wrath of the Pope.

Turkey to Russia: Sorry about Moscow, wanted to find a home for the wayward Ukraine Army before winter.

Turkey to Italy: So shall we fight the good fight, raise the jolly roger, spit in the wind, raise mayhem, and possibly tackle the impossible?

BORIS WORLD PRESS REVIEW

Constantinople Daily: The Sultans agents have discovered Russians instigated the Foul Feta Fiasco. This explains the mad Russian Rush to Vienna to destroy any documents involving the Czar as the Austrians crumble. With this information the Sultan's guards report hearing the sharpening of daggers in the palace.



COLONIAL DIPLOMACY

"Wide Open Spaces"

Riots in Japan!

1896

2003I

ea07

MIRKWOOD: Dissent that had been simmering for years finally broke out in Japan and the resulting riots have paralyzed the Japanese military. Diversion of whale oil to fuel the fleet rather than feeding the people is one of the main issues. The Brits retain a tenuous hold in India and will only survive there if the Sultan continues to neglect taking SUD; they can perhaps take hope in the Russian revival and plan to stage one of their own. The Dutch must decide to whom to take the naval war next, Turkey or Japan. The Chinese, relieved by the Japanese riots, continue to be harassed by the French.

TROOP MOVEMENT.

BRITAIN (Nichols): A Hyd-Mys, [F Bom S A Hyd-Mys](d), [F Mad S A Hyd-Mys], [A Nag-Hyd];

CHINA (Paulson): A Chu S A Yun-Sik, A Nan S A Sha, A Tib S A Kag, A Yun-Sik, A Ben S HOL F BoB-Hyd, A Kam S A Kag, [A Kag S TUR A Per-Afg](nso), A U.Bur S A May, [A May S FRE A Ran](otm), [A Pek S RUS A Mon-Mac](nso), A Sha S A Pek;

FRANCE (G. Wilson): A N.Sia S A Ran-May, [A Ran-May], F Ann-SCS, F Ton S F SCS-Can, F For S F Ann-SCS, F SCS-Can;

HOLLAND (Anderson): A Mal H, F Cebu S F MP, [F WIO-Mad], F LS S FRE F Ann-SCS, F EIO-Cey, F Sul.S S F LS, F GoM S F WIO-Mad, F MP S FRE F For, F AS-EIO, F Sun.S-JS, F BoB-Hyd;

JAPAN (Quigley): **NMR!** F SoJ H(u), A P.Art H(u), F UP H(u), A Irk H(u), F HK H(u), F YS H(u), A Seo H(u), A Mac H(u), F ECS H(u), A Kyo H(u), F Kyu H(u);

RUSSIA (Copeland): A Ara-Syr, A Afg-Pun, A Tas H, A Mon-Irk, A Uru-Mon, A Kra S A Mon-Irk.

TURKEY (Boyum): A Kar-Raj, A Per-Kar, F Eri-Som, F RS-GoA, F GoA-WIO, F Mys-Bom, F Oman S F Ara.S, F Ara.S S F Mys-Bom, F PG S F Ara.S.

Japanese A IRK must retreat otb or to VLA.

Orders in brackets fail; d= destroyed, imp = impossible, NBR = no build received, NMR = no move received, nso = not so ordered, otb = off the board, otm = on the move, r-??? = must retreat somewhere, u = unordered.

Supply Center Chart:

BRI: -Bom Del -Mad Sud

CHI: Pek Sha Sik Ass Kam Kag Chu U.Bur Ben -Can May

FRA: Ann Coc Ton Ban Ran For +Can

HOL: Bor Java Sum New Sar Dav Sin Ceb Mal Mna Cey +Mad

JAP: Kyo Kyu Ota Tok Fus Sak Seo Via HK Mac P.Art

RUS: Mos Ode Aden Tas Omsk Mon

TUR: Ang Bag Con Per Rum Tab Shi Egy Kar +Bom

(2) Even

(10) Tear 1

(7) Build 1

(11) Even

(11) Even

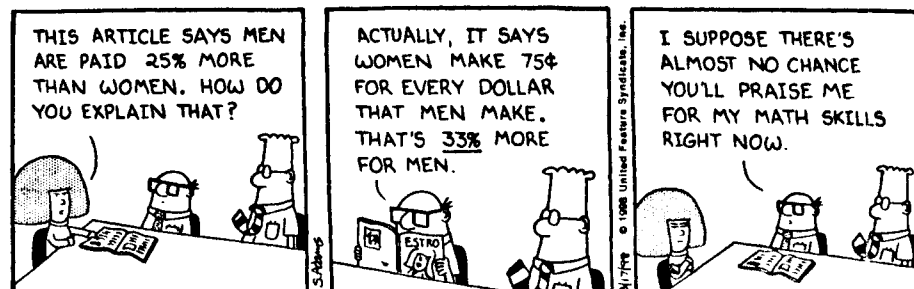
(6) Build 1

(10) Build 1

Due next time are retreats, builds/tears, and orders for 1898. And press; Ms Nar craves press. See website for transcript and current map.

EMBASSY BEAT

Russia to Turkey - Guess we'll just have to march to Mysore, thanks very much.





Gunboat *MACHIAVELLI* *AZISTRIA OZIT!* Fall 1459

2004A
 pw1Q

TROOP MOVEMENTS:

AUSTRIA (2d): [A Sla-Aus], [A Carin-Tyr];

FRANCE (Od): F Sar S F GoL-TS, A Tur S A Swi-Tyr, A Swi-Tyr, [A Ber-Mil], A Pav S A Ber-Mil, F LS-Cor, F GoL-TS;

NAPLES (1d): [F GoN S F Pal], [F Pal S F GoN](r-???), F Otr-Bari, F Nap S F GoN;

PAPACY (1d): A Sic-Pisa, A Anc H, A Aqu S NAP F Otr-Bari, A Man S A Bol-Fer, A Pio B1, A Rome H, A Bol-Fer, A Urb-Bol.

TURKS (Od): F IS-Pal, F CM S F IS-Pal, [F Bari H](r-???), A Mes S F IS-Pal;

VENICE (2d): A Tyr-Aus, A Mil H, A Cre S A Mil, F UA-Car, [F TS-GoN], [A Pad-Fer], A Ver-Trent, A Hun S A Tyr-Aus;

AUTONOMOUS: Fer Mod Pio(b) Salz

Neopolitan F PAL must r otb (+1d, 1C to T) or into g (+1d, 1C to N). Turkish F BARI must retreat otb or to LA (+1d to T). Venician F TS must retreat otb or to Cap (+1d to V, -1d to N), Pat (+1d to V). Sic (+2d, 1C to V, -2d, 1C to P), or WM (+1d to V).

Orders in brackets fail. b = besieged, C = convoy, d = destroyed, imp = impossible, n/o = no longer owned, no = not owned, nso = not so ordered, nsp = no such place, nsu = no such unit, ntb = nothing to besiege, otb = off the board, otm = on the move, r-??? = must retreat otb or elsewhere, u = unordered.

Control Chart: (Variable Income Roll is "4")

AUS (0+5d): carin -HUN -TYR -AUS -Car +sla = 0C = OUT

FRA (1+25d): MAR pro Sar Cor Sav SWI AVI -Man -Trent Tur +ber +Pav +Tyr = 9C

NAP (0+11d): BARI cap? NAP PAL? -pal otr = 2?C

PAP (1d+37d): ANC ROME spo FLO PISA ARE pls PER urb BOL Sic? +fer +Man +pio = 9?C

TUR (0d+20d): ALB bos DUR her TUN Rag Mes sal +pal+? = 5?C

VEN (0d+36d): DAL fri PAD TRE VEN ver Cro Ist Mil -aqu Cre -Pav -Rome(c) +Aus +Car +Hun +Tren = 11?C

Autonomous: Fer Mod Pio Salz

Austria is eliminated, but not conquered so no one gets her variable income nor can use her home centers as his own.

Orders for retreats and for Spring 1460 are due next time. And Press. Ms Nar wants Press. Game transcript and map are on the website.

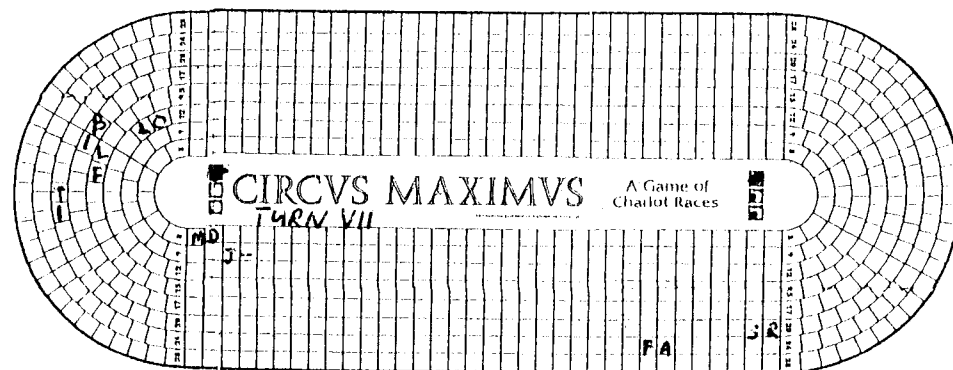
EMBASSY BEAT

Venice to Papacy and Naples- We may have to become fast allies as France- Austria are making a STRONG comeback. Especially if he snatches Lucca from you.

AUSTRIA TO POPE, good press last turn, to bad it was written without looking at the situation that I am in.... Cover my cities, with 2 units to his 3 and growing... OK, let's see if France see's that he has to support my unit Carin into TYR, if not, I'm out of here!!!!!!

Pope to France & Austria: It will be easier to coordinate, if we can at all, if we talk. This is our only medium. Just give some indication, any indication, of where help can be offered and it may be. Next season, how about supporting me to VER?

Pope to Doge: You're still probably going to win but we can try can't we?



BETTING BOOBS ARE OPEN!

TURN VII: Luke Outtus recovers 1 DM.

Odds	COLOR	DRIVER (CDM/DH)	CART	Whip	Wheels	TEAM	END	Speed	D/E
3-1	White	Trickster (+2/9)	L	Y	0/0	1333	41	12	1/0
5-1	Aqua	Mellito Domi Adsum (+2/8)	M	Y	0/0	3433	30	15	1/0
7-1	Green	Benjos (0/6)	H	Y	0/0	6431	51	14	1/0
7-1	Red	Fastus Maximus (+2/10)	L	Y	0/0	7536	13	23	1/1
9-1	Yellow	Josephis (+2/9)	L	Y	0/0	6335	38	19	1/0
9-1	Blue	Sprinticus Rex (+2/8)	L	Y	0/0	7536	19	23	1/1
22-1	Purple	Luke Outtus (0/7)	M	Y	0/0	5435	41	17	1/0
39-1	Orange	Flippus Maximus (+2/10)	H	Y	0/0	5324	27	16	1/0

Benjos: NMRI 14, no whip. Ahead 14.

Flippus Max: 16, no whip. Ahead 4, attack Trickster cart-horse (11+2 vs 8+2, Trickster fails to evade, 3+3 = 1 inj to #4 horse), ahead 5, cornerstrain @ 1 over (11-2 = n/e, -1 END), ahead 6.

Sprinticus Rex: 23, whip (4, -4 END). Ahead 24, in 1, ahead 2.

Mellito Domi Adsum: 10, no whip. Ahead 3, cornerstrain @ 2 over (10-2 = n/e, -2 END), ahead 7.

Trickster: 12-1, whip (6, -6 END). Out 3, ahead 14.

Fastus Max: 23, no whip. Out 1, ahead 22.

Luke Outtus: 12, no whip. Out 1, ahead 11.

Josephis: 12, no whip. Cornerstrain @ 3 over (10-2 = n/e, -3 END), ahead 12.

Odds	COLOR	DRIVER (CDM/DH)	CART	Whip	Wheels	TEAM	END	Speed	D/E
3-1	White	Trickster (+2/9)	L	Y	0/0	1332	35	11	1/1
5-1	Aqua	Mellito Domi Adsum (+2/8)	M	Y	0/0	3431	28	13	1/1
7-1	Green	Benjos (0/6)	H	Y	0/0	6433	51	14	1/1
7-1	Red	Fastus Maximus (+2/10)	L	Y	0/0	7536	13	23	1/1
9-1	Yellow	Josephis (+2/9)	L	Y	0/0	6335	35	19	1/1
9-1	Blue	Sprinticus Rex (+2/8)	L	Y	0/0	7536	15	23	1/1
22-1	Purple	Luke Outtus (0/7)	M	Y	0/0	5435	41	17	1/1
39-1	Orange	Flippus Maximus (+2/10)	H	Y	0/0	5324	26	16	1/1

Game transcript and map are on the website.

Note: I should've called for bets two turns ago, but better late than never. Those with sesterces left (see website) may make additional bets, based on the usual rules.

--"MAHARAJA" continued from p 6

French: 2A @ BoB, F @ Andrha.

British: 2A @ Bijapur, BoB, Indian O; F @ Bijapur, Malabar, Orissa

Allied: Cholas (P), Rajputs (A).

LEGEND: A = Army, F = factory, L = leader, P = population marker, pp = population points, r-??? = retreats-???, w-??? = withdraws-???

Game transcript and map are posted on the website.



MAHARAJA

Turn 13



THE CAST:

Rudy Zodda: Green
Paul Barrett: Yellow

Dave Anderson: Purple
Wayne Morrison: Blue

BOARD:

Pandyas (1): 1A @ Golconda.
Marathas (2.5): 2A, Shivaji @ Maharashtra; 1A @ Andhra, Bijapur, Kerala, Mysore.
Cholas (x): 1A @ Malabar.
Sinhalese (0.5): 2A @ Sinhala; 1A @ Karnatak, Lanka. Arms.
Sikhs: 2A @ Lahore; 1A @ Kashmir.
Rajputs (0.5): 2A @ Agra; 1A @ Bhutan, Ladakh, Nepal, Orissa.
Muslims (2.5): 2A @ Bidar, Gondwana; 1A @ Berar, Khandesh.
Mughals (0): 3A, Alamgir @ Jaunpur, 3A @ Oudh; 2A @ Baluchistan, Malwa, Lahore, Punjab, Rajputana, Sind; 1A @ Delhi, Gandhara, Kashmir. Arms.
Portuguese: 1A, F @ Gujarat, 1A @ Arabian, 1F @ Sind.
Dutch: 1A @ Indian O; 1A, F Bengal; F @ Karnatak.
French: 2A @ Indian O.
British: 4A @ Indian O; 2A @ Arabian; F @ Malabar Allied: Cholas (P).

Score: Purple 63, Yellow 52, Blue 41, Green 18.

Turn 13 (concluded)

Mughals (0): Grow 9 pp. Akbar dies. Alamgir appears @ Jaunpur. Add 1A @ Jaunpur, Oudh, Punjab, Arms @ Punjab. 1A, Arms Baluchistan-Punjab, 2A Punjab-Lahore (5+1, 4+1: 5, 4 -2 Sikhs -1 Mughal), 1 Sind-Rajputana, 2A Rajputana-Agra (Rajputs submit, Mughal w-Malwa), 1A Malwa-Bundelkhand, 1 Oudh-Budelkhand-Magadha, 1 Oudh-Jaunpur-Bihar, 2A, L Jaunpur-Bihar-Bengal (5+1, 2+1: 3, 4; 6+1, 3: 1 -1 Portuguese, -1F). Score 1 Raj VP.

Portuguese: 1A Gujarat-Khandesh (2+1: 2; 4+1: 5; 5+1: 5 -1 Muslim), 1A Arabian-Gujarat. +2 VP.
Dutch Arms go away.

Dutch: Hold.

French: 2A Indian O-BoB-Orissa (Rajputs submit, French w-BoB). Place F in Andhra.

British: 2A Arabian to Bijapur (2+1, 1: 3 Marathas r-Mysore), 1A Indian O-BoB-Orissa (Rajputs submit and ally; -1A @ Agra, Brits w-BoB). Place F @ Orissa & Bijapur.

TURN 13 VP:

Purple: Cholas (1), Rajputs (1), Sikhs (1), British (6)
Yellow: Sinhalese (4), Dutch (2)
Blue: Marathas (5), Muslims (5), French (2)
Green: Pandyas (2), Mughals (22), Portuguese (3)

Score: Purple 72, Yellow 58, Blue 53, Green 48.

BOARD:

Pandyas (1): 1A @ Golconda.
Marathas (2.5): 2A, Shivaji @ Maharashtra; 2A @ Mysore; 1A @ Andhra, Kerala.
Cholas (x): 1A @ Malabar.
Sinhalese (0.5): 2A @ Sinhala; 1A @ Karnatak, Lanka.
Sikhs: 1A @ Kashmir.
Rajputs (0.5): 2A @ Agra, Bhutan, Ladakh, Nepal, Orissa.
Muslims (2.5): 2A @ Bidar, Gondwana; 1A @ Berar.
Mughals (0): 3A @ Malwa; 2A, Alamgir @ Bengal; 1A, Arms @ Lahore; 1A @ Baluchistan, Bihar, Bundelkhand, Delhi, Gandhara, Jaunpur, Magadha, Oudh, Punjab, Rajputana, Sind.
Portuguese: 1A, F @ Gujarat; 1A @ Khandesh; 1F @ Sind.
Dutch: 1A @ Indian O; F @ Karnatak.



BRITANNIA

"Frisian"

Turn XII



The Cast: Nations in Italics are extinct, in parentheses are not yet in play.

A (Hanna): *Romans, R-Bs*, Norsemen, (Norwegians)

B (Anderson): Welsh, *Jutes*, (Normans)

C (Buttita): Brigantes, Caledonians, Danes

D (Boyum): Picts, Irish, Angles

E (Frueh): *Belgae, Scots*, Saxons, (Dubliners)

Turn XII

Board:

Welsh (B, 2): 4A @ Gwynedd; 1A @ Clwyd, Cornwall, Devon, Dyfed, Gwent, Powys.

Brigantes (C, 1): 2A @ Galloway, Strathclyde; 1A @ Dalriada.

Picts (D, 0.5): 2A @ Alban, Mar, Moray, Skye; 1A @ Hebrides.

Caledonians (C, 1.5): 2A @ Caithness.

Irish (D, 2): 2A @ Cheshire; 2A @ March.

Norsemen (A): 2R @ Atlantic, Irish; 2A @ Cumbria, Orkneys.

Dubliners (E): 2R @ Irish.

Danes (C): 6A, Bros @ North; 4R @ Frisian, North.

Saxons (E, 0.5): 2A, Egbert @ Downlands, N Mercia; 1A @ Avalon, Essex, Kent, Lindsey, Norfolk, S Mercia, Suffolk, Sussex, Wessex. Alfred @ ?

Angles (D, 1.5): 2A @ Dunedin, Lothian, Pennines.

SCORE: C(56), B(47), A(45), D(43), E(34)

Norsemen: Grow 1.5 pp. 2R Irish-Icelandic-Hebrides, 1A Orkneys-Icelandic-Hebrides (6, 5, 3: 3 -1 Pict), 2R Atlantic-Dyfed (5, 1: 6 -1 Norseman, -1 Welsh, 1 Norseman w-Atlantic). Score 5.5 "Tourist" VPs for Orkneys, Cumbria, Hebrides, and Dyfed.

Dubliners: 2R Irish-Cheshire (5, 3: 6, 5 -1 Irish, -2 Dubliners).

Danes: 1st Wave: 2R Frisian-Norfolk (3, 1: 4 Saxon r-Lindsey), 2R Frisian-Suffolk (3, 2: 4 Saxon r-Essex), 3A, L North-Bernicia-Lothian (5+1, 2+1, 1: 6, 2 -1 each *), 2A, 1R North-York-Cheshire (5, 4, 1: 2 -1 Irish), 2A, 1R North-York-March (5, 3, 1: 5, 4 -1 each **), 1A North-York.

* Angle may retreat to Pennines or Dunedin

** Irish can retreat to Hwicce.

Board:

Welsh (B, 2): 4A @ Gwynedd; 1A @ Clwyd, Cornwall, Devon, Gwent, Powys.

Brigantes (C, 1): 2A @ Galloway, Strathclyde; 1A @ Dalriada.

Picts (D, 0.5): 2A @ Alban, Mar, Moray, Skye.

Caledonians (C, 1.5): 2A @ Caithness.

Irish (D, 2): 1A @ March*.

Norsemen (A): 3A @ Hebrides; 2A @ Cumbria; 1A @ Orkneys; 1R @ Irish.

Dubliners (E): None.

Danes (C): 2A, L @ Lothian*; 2A, 1R @ Cheshire, March(-1 unit)*; 2R @ Norfolk, Suffolk, 1A @ York.

Saxons (E, 0.5): 2A, Egbert @ Downlands; 2A @ Essex, Lindsey, N Mercia; 1A @ Avalon, Kent, S

Mercia, Sussex, Wessex. Alfred @ ?

Angles (D, 1.5): 2A @ Dunedin, Pennines; 1A @ Lothian*.

SCORE: C(56), A(50.5), B(47), D(43), E(34)

Legend: A = infantry army, C = cavalry army, F = fort, L = legion or leader, pp = population point, R = raider, r-??? = retreats to ???, w-??? = withdraws to ???, (*) = in melee, _#_ = attack by/against cav/legion

Game transcript and current map can found on the website.

--continued on p 5



BLACKBEARD

Turns 88-89



THE CAST:

1. (Barrett) Portugues: Sloop
2. (Zodda) Davis, Sloop
3. (Bargender) Taylor, Sloop
4. (Martin) Rackham, Schooner.

STATUS:

#	Captain	Ship	Hex	Spd	Cbt	Not	Cun	Unr	NW	H1	H2	Hostage	Attk
1	Portugues	Sloop	D19	+3	4	35	(2/3)	1	212	30	40	--	FSN
2	Davis	Sloop	D20	+3	4	14	5	4	674	--	--	--	NP
4	Rackham	Scnr	E171	-2	5	0	2	7	0	--	--	--	--
4	Rhett	KC	O16	5	13								
3	Taylor	Sloop	O15	+3	3	0	3	3	0	45	--	--	--
4	Ogle	KC	Box1	3	9sc								
2	Maynard	KC	Box1	4	14								
3	Herdman	KC	Box1	3	15								

The Board:

Guvs: Pro: 35, 46, 53, 31 Anti: 24, 54, 64
 Merchants: 55, 55, 21, 61, 61, 45, O15, O15(B5), 23, 52, 16
 Warships: 112 (S 9-4) Destroyed Port: 14, 32
 Out-of-Play Pirates: Teach (#3) Letter of Marque: P

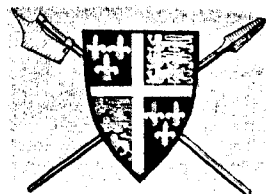
Turn	Player	Action	Draw
88	2	HD moves 6+3 D20 to H17, search = no Merchant @ #36 Draw warship @ 66	24, *A 36, *B 66, 45
89	3	JT moves 5+3 O15-P18 and anchors Draw New Merchant @ 12 Random Event (reshuffle, scurvy worsen) Ogle OK (4)	64 12, 13 26
90	3	Letter of Marque -- French	44

STATUS:

#	Captain	Ship	Hex	Spd	Cbt	Not	Cun	Unr	NW	H1	H2	Hostage	Attk
1	Portugues	Sloop	D19	+3	4	35	(2/3)	1	212	30	40	--	FSN
2	Davis	Sloop	H17	+3	4	14	5	4	674	--	--	--	NP
4	Rackham	Scnr	E171	-2	5	0	2	7	0	--	--	--	--
4	Rhett	KC	O16	5	13								
3	Taylor	Sloop	P18a	+3	3	0	3	3	0	45	--	--	--
4	Ogle	KC	Box1	3	7sc								
2	Maynard	KC	Box1	4	14								
3	Herdman	KC	Box1	3	15								

The Board:

Guvs: Pro: 35, 46, 53, 31 Anti: 24, 54, 64
 Merchants: 55, 55, 21, 61, 61, 45, O15, O15(B5), 23, 52, 16, 36
 Warships: 112 (S 9-4), 66 Destroyed Port: 14, 32
 Out-of-Play Pirates: Teach (#3) Letter of Marque: PF



KINGMAKER

"King of Pain"

Turns 14-15

KOP

The Cast:

THE MAD HUNGARIANS (Dowrey): Fitzalan [30], Warden of the Northern Marches [(1)50], Stanley [50], Le Nicholas. Event cards (1), Crown Cards (7).

THE CALIFORNIA CONNECTION (Scott): Pole [30], Chancellor of England [50], Scrope [10], Earl of Wiltshire [30], Chancellor of Cornwall [(1)50], Swansea [(20)], Leicester [(20)], Holland [20], Duke of York [30], Scots Archers [20], Courtenay [30], Admiral of England [50]. Event cards (5), Crown Cards (6).

KNIGHTS OF THE PRIVY POT (Deb Anderson): Mowbray [50], Treasurer of England [50], Le Swan, Lancaster [(20)], Hastings [10], 2 Flemish Crossbowmen [20], Bishop of Carlisle [(30)], Burgundian Crossbowmen [30], Cromwell [10], Earl of Kent [30], Constable of London [(2)50], Percy [100], Lieutenant of Ireland [(2)50], Archbishop of York [(30)], Bishop of Durham [(30)], Burgundian Crossbowmen [30], Carisbrooke, Northampton [(20)]. Event cards (2), Crown Cards (5).

THE STAFFORDSHIRE QUARTERSTAFFS (Shacklett): Stafford [30], Chamberlain of Chester [(2)50], Nottingham [(20)], Neville [50] Scots Archers [20], Company of Saxons [20], Audley [10], Roos [10], Herbert [10], Talbot [30]. Event cards (2), Crown Cards (3).

WESTERN FRONT (Martin): Howard [10], Duke of Exeter [20], Archbishop of Canterbury, Bristol [(30)], Coventry [(20)], Clifford [10], Earl of Worcester [30], Captain of Calais [(3)50], Bishop of Lincoln; Gray [20]; Berkeley [10], Newcastle [(20)]. Event cards (3), Crown Cards (3).

TURN 14

MOVEMENT:

SG: All the nobles and Royalty move Ns-Np-Ml-Lq-Kj.

MH: Fitzalan boards Le Lucas and moves S32-S26-S27-S22. Stanley boards Le Christopher and moves Douglas-S29-S23-S20-S16. Le Nicholas unordered.

TCC: Pole, Holland w/ Richard of York, & Courtenay @ Shewsbury, move Ll-Mh-Ne-Hd-Nc-Preston. Duke of York @ London-Gl-Gk-Hj (Free move)-Hh-Hf-le-lb-Cardigan (capture Artie). Scrope @ Masham-Oh-Og-Nc-Preston. Le Margarete holds @ Lynn.

WF: All hold.

KPP: Percy & Hastings Continent-Calais. Mowbray boards Le Lucas and sails Preston-S30-S24-Beaumaris.

PRESS: Neville to Ross: Okay, who has the compass? Seems we are going around in circles!!

COMBAT: Percy & Hastings (200+80, but 150+80 due to Catastrophe) besiege Calais (200).

CROWN CARDS: None available. KPP will receive the next.

TURN 15

EVENT CARDS:

MH: #83. Plague @ Norwich & Lynn

TCC: Keeps card

KPP: #68. French Siege. Capt of Calais (Clifford) to Calais

SG: Keeps card.

WF: Keeps card.

NOBLES: Audley, Herbert, Neville, Roos, Stafford, Talbot @ Kj; Berkeley, Grey @ Jj; Clifford, Hastings, Percy @ Calais; Courtenay, Holland, Pole, Scrope @ Nc/Preston; Cromwell & Mowbray in Beaumaris; Duke of York @ Cardigan. Fitzalan on Le Lucas; Howard @ Continent; Stanley on Le Christopher.

SHIPS: Le Christopher @ S16, Le Margarete & Le Nicholas @ Lynn, Le Swan @ Beaumaris, Le Lucas @ S22.

HEIRS: Reds: King Henry at Calais w/ Percy, Margaret & Edward of Wales in Beaumaris w/ Mowbray; Artie @ Cardigan w/ Duke of York. Whites: : Richard of York in Preston w/ Holland, Edward of March @ Carisbrooke, George @ Kj w/ Stafford; Richard of Gloucester & Edmund of Rutland (RMP).



MEMORY IS FICKLE

SR 5-OR 6a

MiF

SR 5 (concluded):

Bailey and Zieske pass. Frueh buys C&O (-\$71).
Hanna, Bailey, and Zieske pass. Frueh sells 2 B&M and buys C&O (+\$134-71). B&M drops to H67.
Hanna, Bailey, and Zieske pass. Frueh buys 1 C&O (-\$71). C&O floats.
All pass. Hanna has priority.

PLAYER STATUS: (*Prez)

Frueh \$13, SVNRR, 4* B&M, 6* C&O
Hanna \$112, C&SL, M&H, C&A, 6* NYNH&H <Priority>
Bailey \$49, D&H, 6* NYC, 2 PRR
Zieske \$56, B&Opc, 5* B&O, 4* PRR

CORPORATE STATUS:

Corp	Pres	Price	Par	IO	Pool	Cash	Train	Tokens
B&O	PZ	C76	100	4	1	920	----	115,2
NYC	CB	E71a	82	3	1	620	22	E19,H16,2
C&O	MF	E71b	71	4	0	710	----	(F6),2
NYNH	CH	G70	90	0	4	636	22	G19n,F22
B&M	MF	H67	67	4	2	670	----	(E21),1
PRR	PZ	J40o	82	4	0	740	---2	H12,3

OR 5:

Privates pay Frueh \$5, Bailey \$15, Zieske +\$30, and Hanna +\$55.
B&O: Lays #57(ne) in J14 (-\$80). No trains, no dividends, buys a 2-train, and two 3-trains (-\$440).
Stock to C70. B&O pc closes. **Phase change**, green tiles now available, etc.
NYC: Play #14(e) in H16. Run H16-G17(\$40) and E19-G17 (\$30). Pay dividends (CB +\$42, NYC+\$7); stock to E76; buy two 3-trains (-\$360).
C&O: Initial token in F6, lay tile #7(nw) in G5. No train or run, stock falls to E67. Buy the SVNRR from MF (-\$40). Buy one 3- and one 4- train (-\$480). 2-trains are scrapped.
NYNH&H: Lay tile #15(w) in F22. No train, no run, no dividends; stock price falls to G69. Buy C&A from Hanna (-\$320) and 4-train from bank (-\$300).
B&M: Initial token in E23. Play #53(se) in E23. Lay token in F22 (-\$40). No train or run; stock falls to H63, buy 1-4" train from C&O for \$180.
PRR: Play #59(w) in H18. Token in H18 (-\$40). No runs, no div, stock to J30b. Buy a 3-train from the B&O for \$191.

SR 6:

Hanna sells 1 NYNH, buys Erie Prez, setting par at \$82. NYNH falls to H68. (\$69-164)
Bailey buys 1 pool B&O (-\$70)
Zieske passes. Frueh sells 1 C&O for \$67 and buys B&M from pool for \$60. C&O falls to F 65
Hanna buys Erie (-\$82).
Bailey & Zieske pass. Frueh buys B&M from pool (-\$60)
Hanna buys Erie (\$82)
Bailey, Zieske, & Frueh pass. Hanna buys Erie (\$82)
Bailey, Zieske, & Frueh pass. Hanna buys Erie (\$82). Erie floats!
All pass. Bailey has the priority.

OR 6a:

Privates pay C&O \$5, Bailey \$15, NYNH&H \$25, Hanna \$30.
NYC: Buys D&H from Bailey for \$140, lays #57(se) in F16 (-\$120), plays free token in F16. Run H18-H16-H12 (\$80) and H16-G17-E19 (\$60). Pay \$14/share (CB +\$84, CH +\$14). Price to E82.
Erie: Buys M&H for \$220 and C&SL for \$80 from Hanna, lays #58 in B20(nw) and #59 in E11(nw). Base token in E11N. No train, no run, no dividends. Price to D71. Buys 4-train from NYNH&H for \$440.
B&O: Lay #53(e) in I15. Run I15-J14-K13 (\$100). Pay dividends (PZ +\$50, CB +\$10), stock to C76.
NYNH&H: No tile play. No train, no run, no dividend. Price falls to H67. Buy 4-train from Erie for \$1.
C&O: Lay tile #57(nw) in F4 (-\$80). Run F6-F4 for \$50, payout dividends! +\$25 Frueh & +\$5 C&O, price rises to F67.

B&M: No tile lay. Run E23-F24-F22-F20 (\$100), payout dividends!, (MF +\$60). Price rises to H67.
PRR: Play #23(e) in H14. Run H12-H16-H18 (\$80). Pay dividends (PZ +\$32, CB +\$16). Price to J50y.

PLAYER STATUS: (*Prez)

Frueh: \$ 85, 6* B&M, 5* C&O
Hanna: \$435, 5* NYNH&H, 5* Erie, 1NYC
Bailey: \$286, 6* NYC, 2 PRR, 1 B&O <Priority>
Zieske: \$138, 5* B&O, 4* PRR

CORPORATE STATUS:

Corp	Pres	Price	Par	IO	Pool	Cash	Train	Tokens
NYC	CB	E82	82	3	0	7	33	E19,H16,F16,1,D&H
Erie	CH	D71	82	5	0	81	--	E11N,2,C&SL, M&H
B&O	PZ	C76	100	4	0	591	3	I15,2
C&O	MF	F65	71	4	1	300	3	F6,2, SVNRR
NYNH&H	CH	H67a	90	0	5	480	4	G19N,F22, C&A
B&M	MF	H67b	67	4	0	450	4	E21,F22
PRR	PZ	J50y	82	4	0	509	3	H12,H18,2

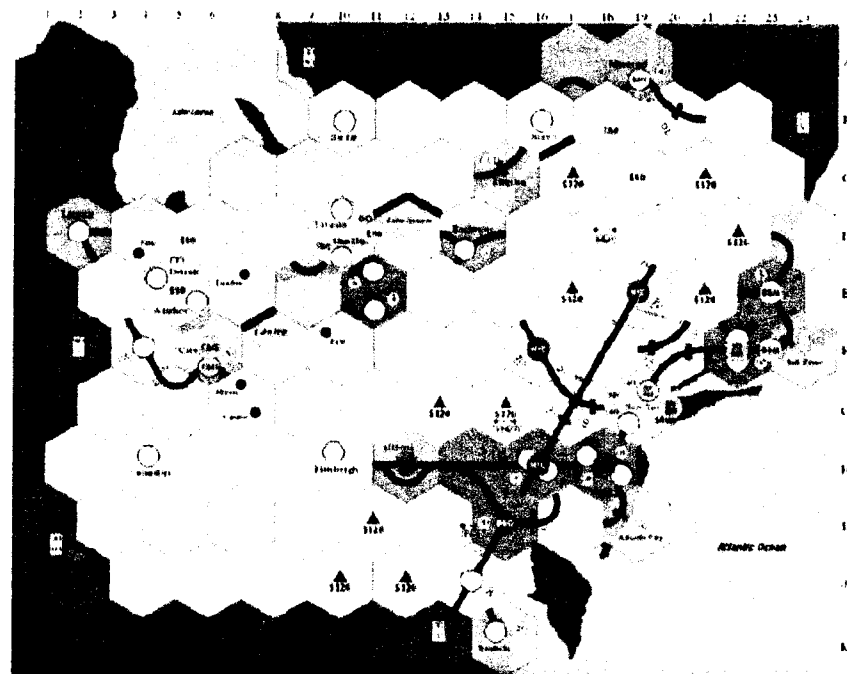
The Bank has \$9,048.

AVAILABLE TRAINS: 4455566DDDDDD

AVAILABLE TILES:

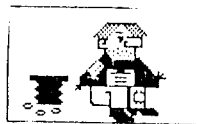
Yellow: #2(1), #3(2), #4(2), #7(2), #8(8), #9(5), #55(1), #56(1), #57(0), #58(1)
Green: #14(2), #15(1), #16(1), #18(1), #19(1), #20(1), #23(2), #24(3), #25(1), #26(1), #27(1), #28(1), #29(1), #54(1), #59(0)

See website for transcript and current map.



1870

"ARTEMIS GORDON" SR 6-OR 6A



SR 6 concluded

Bailey buys FW from IO and sells (\$128-100+90=\$118); FW to D82
Hanna sells 2 SSW, buys TP (\$199+136-90=\$245); SSW to G60y.
Martin buys SSW from bank pool (\$287-60 = \$227)
Zieske passes. Frueh sells 1TP and buys SSW (TP drops to C82) (\$59+90-60 = \$89) SSW sold-out!
Bailey buys pool TP and sells it; TP to D76b.
Hanna buys SP (\$245-72=\$173)
Martin and Zieske pass. Frueh buys SP from IO (\$89-872 = \$17).
Bailey buys SP from the IO (\$118-72=\$46)
Hanna buys FW&D from the pool (\$173-82=\$91)
Martin buys TP from the pool (\$227-76=\$151)
Zieske, Frueh, and Bailey pass.
Hanna sells FW&D, buys SP; SP sold out, FW&D to E76. (\$91+82-72=\$101)
All pass. Martin has the Priority. KATY, SLSF, IC, GM&O, SP and SSW are sold out so rise to B200, A200, C140, E82, D76c, and F64 respectively.

PLAYER STATUS: * indicates Presidency (certs)

Frueh: \$7, 6* SSW, 5* FW, 5* TP, 1 MP, 1 SP (certs 9+6)
Bailey: \$46, 8* SLSF, 2 IC, 2 GMO, 1 MP, 1 SP (certs 12+1)
Hanna: \$91, 7* IC, 5* MP, 1 KATY, 1 SSW, 1 GM&O, 1 FW, 1 AT&SF, 1 TP, 2 SP (certs 13+5)
Martin: \$227, 7* GMO, 6* SP, 1 KATY, 2 SSW, 1 MP (certs 12+3) <Priority>
Zieske: \$1, 6* KATY, 5* ATSF, 1 IC, 1 FW, 1 SSW, 1 MP (certs 11+2)

CORPORATE STATUS:

Corp	Pres	Price	Par	IO	Pool	Hld	Cash	Det	Train	Tokens
KATY	PZ	B200	82	0	0	2	\$160	N	34	B11,B9,1,D
SL&SF	CB	A200	100	0	0	2	\$136	N	34	E12,B11,J5,D
IC	CH	C140	68	0	0	0	\$615	Y	3	K16,1,A22(D),CP@M20
GM&O	BM	E82	68	0	0	0	\$370	Y	33	M20,K16,C18(D)
FW	MF	E76	100	1	1	1	\$16	Y	45	J3,H13,A22(D)
ATSF	PZ	D76a	82	4	0	0	\$820	N	--	(B9),2,D
TP	MF	D76b	90	3	0	0	\$900	N	--	(J5),1,D
SP	BM	D76c	72	0	0	0	\$720	N	--	(N1),2,D
SSW	MF	F64	82	0	0	0	\$371	Y	44	H17,J3(D),H13,C@H13
MP	CH	F60y	76	1	0	0	\$0	N	35	C18,2,D

OR 6a

KATY: Lay #24(ne) in I6. Run B11-B9-J5 (\$110) and B9-B11-E12-H13 (\$140). Pay dividends (PZ +\$150, CH +\$25, BM +\$25, Katy +\$50). Price to B225. Buy no train.
SL&SF: Lay #25(nw) in G14. Run B11-B9-J5 (\$110) and B9-B11-E12-H13 (\$140). Pay divs (CB +\$200, Friaco +\$50). Price to A225. Buy no train.
IC: Lay #45(ne) in G16. Token in C18 (-\$40). Run A22*-C18-K16 (\$190). Pay dividends (CB +\$38, CH +\$133, PZ +\$19). Price to C160. Buy 5-train from MP for \$574.
GM&O: Lays no tile. Run A22-C18* (\$150) & N17-K16-C18* (\$190). Withhold, price drops to E76.
FW: Lay #63 in H17. Run: A1-B7-B9-B11 (\$170) & B11-E12-H13-H17-K16 (\$190). Pay dividends! (Frueh +\$180, FW +\$72, Hanna & Zieske +\$36). Stock moves to E82.
AT&SF: Lay Initial token in B9. Lay #8() in J7, #9() in K6. No train, no run, no dividends, stock to D72. Buy 5-train from bank (-\$450).
TP: Lay initial token in J5, play #63 in H13. No train or run - stock falls to D72b, buy 1-"4" train from SSW for \$90.
SP: Home token in N1, #6(sw) in M2 & #9(w) in M4. No train or run - stock falls to D72, buy 1-"3" train from GMO for \$90.
SSW: Lay #15(e) in J3, run train B11-E12-H13-H17 (\$170), retain dividends! Stock price falls to F60y(b).
MP: Lay tile #57(sw) in B19 and #8(sw) in A20. Run A22-C18-K16 (\$140). Retain earnings. Price to F55y.

PLAYER STATUS: *Indicates Presidency (certs)

Frueh: \$197, 6* SSW, 5* FW, 5* TP, 1 MP, 1 SP (9+6)
Bailey: \$284, 8* SLSF, 2 IC, 2 GMO, 1 MP, 1 SP (12+1)

Hanna: \$295, 7* IC, 5* MP, 1 KATY, 1 SSW, 1 GM&O, 1 FW, 1 AT&SF, 1 TP, 2 SP (13+5)
Martin: \$176, 7* GMO, 6* SP, 1 KATY, 2 SSW, 1 MP (12+3) <Priority>
Zieske: \$206, 6* KATY, 5* ATSF, 1 IC, 1 FW, 1 SSW, 1 MP (11+2)

CORPORATE STATUS:

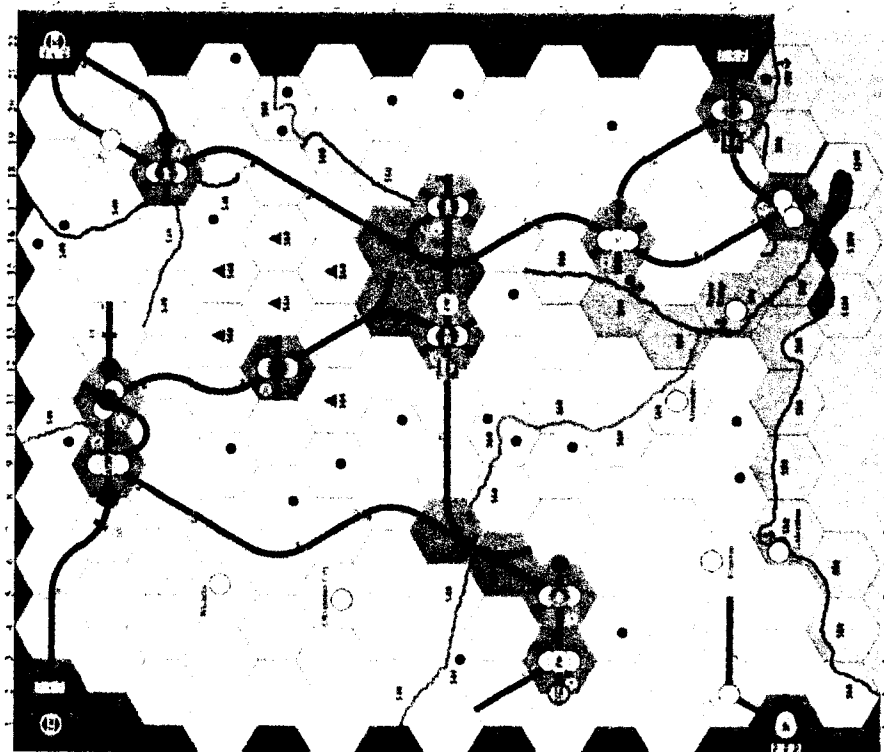
Corp	Pres	Price	Par	IO	Pool	Hld	Cash	Det	Train	Tokens
KATY	PZ	B225	82	0	0	2	\$210	N	34	B11,B9,1,D
SL&SF	CB	A225	100	0	0	2	\$186	N	34	E12,B11,J5,D
IC	CH	C160	68	0	0	0	\$1	Y	35	K16,C18,A22(D),CP@M20
FW	MF	E82	100	1	1	1	\$88	Y	45	J3,H13,A22(D)
GM&O	BM	E76	68	0	0	0	\$840	Y	33	M20,K16,C18(D)
ATSF	PZ	D72a	82	4	0	0	\$370	N	5	B9,2,D
TP	MF	D72b	90	3	0	0	\$810	N	4	J5,1,D
SP	BM	D72c	72	0	0	0	\$630	N	--	N1,2,D
SSW	MF	F60y	82	0	0	0	\$631	Y	4	H17,J3(D),H13,C@H13
MP	CH	F55y	76	1	0	0	\$714	N	3	C18,2,D

The Bank has \$6,362.

AVAILABLE TRAINS: 5,6,6,6,8,8,8,10,10,12....

AVAILABLE TILES:

Yellow: 1(1), #2(1), #3(3), #4(5), #5(2), #6(2), #7(8), #8(9), #9(9), #55(1), #56(1), #57(4), #58(3), #69(1)
Green: #14(3), #15(0), #16(2), #17(2), #18(2), #19(1), #20(2), #23(3), #24(3), #25(2), #26(1), #27(2), #28(2), #29(2), #141(2), #142(2), #143(1), #144(1)
Brown: #39(1), #40(2), #41(3), #42(3), #43(2), #44(1), #45(2), #46(2), #47(2), #63(2), #70(2), #145(2), #146(2), #147(2), #170(1)





WIZARD'S QUEST

Set Up

01

The Cast: (and table order)

Yellow: Alan Bargender
Blue: Debbie Anderson
Green: Bill Lenoir

Purple: Greg Crowe
Red: Ron Fisher

Set Up Turn Order: Yellow, Purple, Blue, Red, Green

CASTLES:

Yellow chooses #2. Purple chooses #5. Blue chooses #6. Red chooses #8. Green chooses #7. Orcs get #1, #3 & #4.

ORC PLACEMENT:

Two orcs appear in each of: Dewbury, Hidden Hollow, Portston Moor, Orc Hill, Pembroke, N Hemp, Dread Moor Sadbury, Fingel, Castleton, Haven and Flintshire.

KINGDOM CREATION:

Yellow places one man in ...

BOARD:

I: 1(), 2(2X), 3(2X), 4(), 5(), 6().

II: 1(), 2(2X), 3(), 4(), 5(), 6(2X).

III: 1(), 2(), 3(), 4(2X), 5(2X), 6().

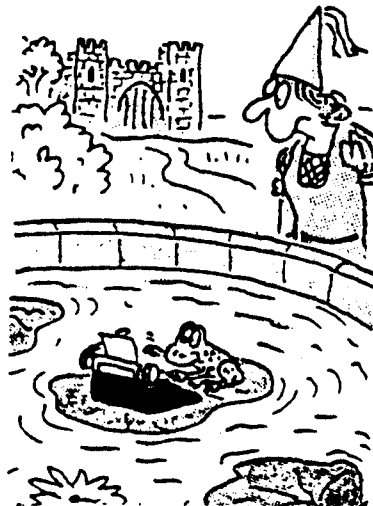
IV: 1(), 2(2X), 3(), 4(), 5(2X), 6().

V: 1(), 2(2X), 3(2X), 4(), 5(), 6().

VI: 1(), 2(2X), 3(), 4(2X), 5(), 6().

Castles: 1(2X), 2(1Y), 3(2X), 4(2X), 5(1P), 6(1B), 7(1G), 8(1R)

Legend: Roman numeral = Region, #() = territory, B = Blue, D = Dragon, G = Green, H = Hero, P = Purple, S = Sorcerer, R = Red, W = Wizard, X = orcs, Y = Yellow



Matt/Daily Telegraph/London



JUNTA

Alternate Budget Passes!

Years 8



THE CAST: (and Table order)

Rick Copeland (Martini)
Chuck Hanna (Shades)
Wayne Morrison (Mustache)

Dave Anderson (Hat)
John Butitta (Stickpin)

YEAR 8

STATUS: There is no Coup excuse. The Bank is not safe.

Shades: *El Presidente* (1v), Labor Union (5v), Rigged Voting (5v), Monarchists (3v), 3C, 0S

Stickpin: 1st Brd CO, Minister, (2v), University Faculty (3v), 5C, 1S

Mustache: Admiral (1v), 3C, 0S.

Martini: Air Force CO, 2nd Brd CO (2v); The Church (10v), 5C, 0S

Hat: 3rd Brd CO (1v), Conservatives (8v), Radicals (3v), Christian Democrats (5v), Students (3v), 2C, 0S

C. Budget: *El Presidente* receives *El Presidente* proposes 3 MP each to Martini and Stickpin, 0 MP to Hat and Mustache. Shades cast 14v "Si". Stickpin casts 5v "Si". Mustache casts 1v "No". Martini casts 12v "No". Hat plays "Middle Class" and casts 22v "No". After the first round of voting, 19v "Si", 35 "No". In Round 2 Stickpin plays "Black Marketeers" to add 3 "Si" votes. Budget falls 22 to 35. Mustache plays "Alternative Budget"; *el Presidente* gives Mustache 7 of the 8 bills drawn and Mustache will propose a budget: Hat receives 4 MB for the support from the Middle Class, and Martini 4 MB for changing sides. Mustache, Martini, and Hat vote "Si", Shades and Stickpin votes "No" so after one round it's 33 "Si" to 19 "No". No additional votes in 2nd round so the budget passes. Mustache gives 3S to Hat, 2S to Martini and keeps 1S.

Due next: Locations, assassinations, banking, and Coup.

You have _ MP in hand and _ MP in the Bank.

CHARACTERS

NICK CRISTANO In his thirties
FRANK GIANELLI ... Nick's maternal grandfather, eighty years old
AIDA GIANELLI ... Nick's maternal grandmother, in her seventies
NUNZIO CRISTANO ... Nick's paternal grandfather, in his seventies
EMMA CRISTANO ... Nick's paternal grandmother, in her seventies
CAITLIN O'HARE ... Attractive and charming, in her late twenties

SETTING

The Gianelli home in Hoboken, New Jersey. Center stage is the living room — the furniture is well-worn, immaculate, and about twenty years out of style. The entrance door leads to the front porch, stage right. Stage left is the dining room, which has two entrances — one leads to the kitchen, the other to the hall.



HISTORY OF THE WORLD

CHRYSES

MORRISON WINS!



TAKEAST:

Azure: Martin
Orange: Anderson

Ebony: Nichols
Purple: Zieske

Green: Wilson
Red: Morrison

BRITAIN (P): Play "Siegecraft". 1A.C @ Alb (-1EVII); 1F @ Nth (6,2:1-EF), Pac, SoJ (5,1:1-GF); 1A @ Pyr (5,3:3,1 -1OVI,C, +c; Science to Alb), Wib (4,2:3 -1OVI,c); 2A @ Sib (3,1:6; 6,2:1); CAM (2,1:5,3; 5,1:1,1 -1PVII,1OI,C,F +c); 1A @ Hon. Hok (5,4:1-1RIII,C,f +c); 4A @ Kor (2,1:5; 5,5:5; 4,2:5; 2,1:5; 5,5:1 -3PVII,1GVII); 1A @ Man (3,1:2 -1GVII,C, +c); 2A @ Ein (3,1:6,6; 4,3:3,1 -1PVI,1AIII); 1A @ Aus. Score: 118 + Science(2) + C(1x2) + c(4) + M(3x2 + 4) + S(3) + Mid E(P=1) + N Afr(P=1) + S Eur(D=4) + N Eur(P=4) + SE Asia (P=2) + Eurasia(P=2) + N Amer(P=3) + S Amer(P=2) + Nip(C=6) + Aus(P=1) = 166.

USA (A): Play 1A.C @ App (1RI r-Dee); 1F @ Atl; 1A @ Gol; 3A @ Pyr (4,2:6,2; 3,1:5,2; 6,2:3,3 -2AVII, -1PVI,c); 1A @ Sib (6,3:3 -1PVII); 3A @ WGa (6,1:6,3; 5,3:5,2; 4,2:6,4; 5,5:6,5; 5,3:4,4 -2AVII,1EIII). Score 119 + C(3x2) + c(1) + M(1x2 + 2) + China(P=3) + S Eur(D=4) + N Eur(P=4) + SE Asia(P=2) + N Amer(D=6) + S Amer(P=2) + SS Afr(P=2) = 153.

GERMANY (U): Play "Pirates" @ Car. Play 1A.C,OM @ BSb (-3EV), 1A @ NEP (6,5:5 -1RVII,C +c); 1F @ Nth 5,1:5; 4,2:4; 5,1:2 -1PF); 1A @ CEu (4,3:2 -1EVII,c); 3A @ LRh (2,2:4; 2,1:5; 5,4:1 -2OVII,1EVII,C +c); NGa(5,5:6,1; 4,3:2,1 -1OVI,1EIII). Alb (3,2:5; 6,2:1 -1OVI,1PVI,C +c, Science moves to BSb). Score: 128 + Science(2) + C(2x2) + c(7) + M(1x2 + 5) + S(2) + Mid E(P=1) + N Afr(P=1) + India(P=3) + S Eur(P=2) + N Eur(D=8) + Eurasia(P=2) + N Amer(P=3) + S Amer(P=2) + SS Afr(P=2) = 170.

Germany to World-1 thought by passing to Purple that he had a chance to catch the Red Menace. I was wrong.

BOARD:

AIII: Yel(c); **AIV:** Mor, NAp; **AV:** Mal, Mek, Mon, SiK; **AVI:** Mex(C,f), NAn(C,f,AM), PSb, SAn; **AVII:** App(C), GoL, Pyr(OM), Sib(OM), WGa
EI: Con, SAf; **EII:** Dnl(3); **EIII:** CMa, Hig, Ire; **EIV:** Ara(c), MTI, PPI, UTI; **EVI:** Cau, EAn, Lev, Lib, Nub, PPI, UNi, Zag; **EVII:** Dan, Sea
GVI: Lin(2,GM), Uln(PM); **GVII:** Che(c,RM), GPC(AM), Sze(AM), Tar(OM), Wei(RM), Yan(GM).
OIII: Nil(AM), Pal(c,f), Wan(c,EM); **OIV:** Bal(3,C,F), Dal(2), Pin; **OV:** Win; **OVI:** Gui, Hin, Mad, PSD(c), Tur(c); **OVII:** Alb(c,EM), BSb(C,OM, Science), CEu, LRh(c,EM), NEP(c,RM), NGa.
PIII: Cre; **PV:** LTI(PM); **PVI:** Bra, SAp(PM), Sha; **PVII:** CAm(c), Hon, Hok(c,PM), Kor, Man(c,GM), Wib
RI: Dee(2); **RIII:** GaV; **RIV:** Cey(2), EDe(2), WGH, WSt; **RV:** EGH(2,c, Architecture), Sum, WDe(2);
RVI: GaD(RM), Irr; **RVII:** ESt, Mon(2).
Fleets: Atl(OP), Bla(E), BoB(R), Can(O), EMS(E), Ind(O), Nth(O), Pac(P), Red(2E), SoJ(P), WMS(P).

SCORE (VP/SP): R(186/64), O(170/66), P(166/84), G(158/66), E(155/71) A(153/69). Morrison is the winner.

Red: I am amazed that I pulled this win off. Having spent most of my Epochs in the East and holding India and the China areas for most of the game really help. I could not have achieved victory without the luck of pulling Russia on the last turn. It was great playing with you folks.

Orange: Wow! Closer than I thought and I still got second. I'm surprised. Congratulations to RED on a well played victory.



PUERTO RICO

Turns 14-15



Turn 14

Barrett chooses **Builder** (+1d) and builds Custom House (-8d, 2 cr). Butitta can't build. Fisher builds not. Butcher builds Fortress (-7d, 3 cr). Martin can't build.

Butitta chooses **Trader** (1d) and sells 1 indigo for 1+4d. Fisher sells sugar for 2+2d. Butcher can't sell. Martin sells not. Barrett can't sell.

Fisher chooses **Craftsman** and produces 4 indigo, 2 sugar and 2 corn. Butcher produces 3 indigo, 1 sugar, 1 corn, and 2d. Martin produces 3 tobacco and 2 corn. Barrett produces 2 coffee, 1 tobacco, 1 corn, 1 sugar, and 3d. Butitta produces 3 corn and 1 tobacco. Fisher can only take 1 sugar as his privilege. Settler, Prospector (3d), and Prospector all receive 1d.

Turn 15

STATUS:

Brad Martin: Gov. Sm Warehouse(x), Tobacco St(xxx), Harbor(x), Guild Hall(x). 2xCorn(x), 3xTobacco(x), 3xCoffee(x), 2xCoffee(_), Sugar(x). Od, 33 VP, 3 corn, 3 tobacco.

Paul Barrett: Sm Market(x), L Indigo(x), Sm Indigo(x), C Roaster(x), Sm Sugar(x), Factory(x), Residence(x), Tobacco St(x), Custom House(_). Quarry(x), 2xCoffee(x), 2xIndigo(x), Corn(x), Sugar(x), Tobacco(x), 2xIndigo(_). 5d, 12 VP, 2 sugar, 2 tobacco, 1 coffee, 1 corn.

John Butitta: Sm Market(x), Sm Indigo(x), Construction Hut(x), Hospice(x), Tobacco St(xxx), Office(x), L Market(x), Wharf(x). Indigo(x), Sm Sugar(_), 4xCorn(x), Quarry(x), 4xTobacco(x), Sugar(x), 6d, 29 VP, 3 corn, 1 tobacco.

Ron Fisher: Hacienda(x), Hospice(x), Sm Indigo(x), L Indigo(xxx), Office(x), L Sugar(x), L Market(x), 4xIndigo(x), 2xSugar(x), 3xQuarry(x), 2xCorn(x), Tobacco(_), 7d, 22 VP, 4 indigo, 3 sugar, 2 corn.

Tom Butcher: Sm Sugar(x), Construction Hut(x), Sm Warehouse(x), Factory(x), Sm Indigo(x), City Hall(x), L Indigo(x,x,x), Fortress(_). Corn(x), 4xSugar(x), 3xQuarry(x), 3xIndigo(x). 4d, 8 VP, 6 indigo, 1 sugar, 1 corn.

AVAILABLE BUILDINGS: Sm Sugar, L Sugar(2), L Warehouse(2), Coffee Roaster(2), University(2), Harbor, Wharf.

AVAILABLE PLANTATIONS: Coffee, 2xSugar

AVAILABLE ROLES: Builder, Captain, Craftsman, Mayor, Prospector(4d), Prospector(1d), Settler(1d), Trader.

COLONY SHIP: 5 colonists.

SHIPS: 6-ship(4 tobacco), 7-ship, 8-ship(2 coffee)

STOCK: 0 colonists, 20 VP, 5 coffee, 0 tobacco, 0 corn, 4 sugar, 0 indigo

TRADING HOUSE: indigo, sugar.

Governor Martin becomes **Captain** and loads 3 corn on 7-ship (+3+2 VP). Barrett loads 1 tobacco (1 VP). Butitta loads 3 corn (+3 VP) on 7-ship. Fisher must load 1 corn (+1 VP); 7-ship sails. Butcher can't load. Martin loads 1 tobacco (1+1 VP); 6-ship sails. Barrett must load 2 coffee (+2 VP). Butitta loads 1 tobacco (+1 VP) using Wharf. Fisher and Barrett must all but 1 sugar. Butcher must jettison two commodities.

Brad Martin: Gov. Sm Warehouse(x), Tobacco St(xxx), Harbor(x), Guild Hall(x). 2xCorn(x), 3xTobacco(x), 3xCoffee(x), 2xCoffee(_), Sugar(x). Od, 40 VP, 2 tobacco.

Paul Barrett: Sm Market(x), L Indigo(x), Sm Indigo(x), C Roaster(x), Sm Sugar(x), Factory(x), Residence(x), Tobacco St(x), Custom House(_). Quarry(x), 2xCoffee(x), 2xIndigo(x), Corn(x), Sugar(x), Tobacco(x), 2xIndigo(_). 5d, 15 VP, 1 sugar.

John Butitta: Sm Market(x), Sm Indigo(x), Construction Hut(x), Hospice(x), Tobacco St(xxx), Office(x), L Market(x), Wharf(x). Indigo(x), Sm Sugar(_), 4xCorn(x), Quarry(x), 4xTobacco(x), Sugar(x), 6d, 33 VP.

Ron Fisher: Hacienda(x), Hospice(x), Sm Indigo(x), L Indigo(xxx), Office(x), L Sugar(x), L Market(x), 4xIndigo(x), 2xSugar(x), 3xQuarry(x), 2xCorn(x), Tobacco(_), 7d, 23 VP, 1 sugar.

Tom Butcher: Sm Sugar(x), Construction Hut(x), Sm Warehouse(x), Factory(x), Sm Indigo(x), City Hall(x), L Indigo(x,x,x), Fortress(_). Corn(x), 4xSugar(x), 3xQuarry(x), 3xIndigo(x). 4d, 8 VP, 6 indigo, 1 sugar, 1 corn.

AVAILABLE BUILDINGS: Sm Sugar, L Sugar(2), Coffee Roaster(2), University(2), Harbor, Wharf

AVAILABLE PLANTATIONS: Coffee, 2xSugar

AVAILABLE ROLES: Builder, Craftsman, Mayor, Prospector(4d), Prospector(1d), Settler(1d), Trader.

COLONY SHIP: 5 colonists.

SHIPS: 6-ship, 7-ship, 8-ship (4 coffee)

STOCK: 0 colonists, 5 VP, 5 coffee, 6 tobacco, 9 corn, 7 sugar, 4 indigo

TRADING HOUSE: indigo, sugar.

ON DECK



1835: Hanna, Zieske
1856: Hanna, Frueh, Zieske
AGE OF RENAISSANCE: Copeland
BALKAN WARS: K Wilson
BRITANNIA: Zieske, Copeland
DUNE: K Wilson, Martin
GUNSLINGER: Scott, Fowble, R Fisher; need 4 more
HISTORY OF THE WORLD I: Zodda
LIFT-OFF! York
MACHIAVELLI: Nichols
MAGIC REALM: Butitta, Deb A
MERCHANT OF VENUS: R Fisher, Deb A, Dowrey
RUSSIAN CIVIL WAR: Scott, Martin
SAMURAI (AH): Copeland
SETTLERS OF CATAN: Copeland, Scott
SILVERTON: Zieske, Deb A, Nichols

OTHER POSSIBILITIES: 1829 (N OR S), 4000 AD, AIR BARON, ATTIKA, BALKAN WARS DIP, CIRCUS IMPERIUM, CIRCUS MINIMUS, DOWN WITH THE KING, EVO, GODSFIRE, KAMAKURA, KREMLIN, MONSTERS RAVAGE AMERICA, PLANET MINERS, SAMURAI, STELLAR CONQUEST, TITAN.

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DEADLINE FOR MOST GAMES IS 1800 CENTRAL TIME 2 Jun 06

The Bottom Line

This is **BORIS THE SPIDER**, a 'zine dedicated to the play of multiplayer games. BORIS is usually published following the first Friday of the month by Paul Bolduc, 203 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$11.50 for 12 issues in hardcopy in the US. A hardcopy sub will also include an e-mail sub. Make checks payable to "Paul Bolduc". BORIS can be reached at (850) 863-9081, or prbolduc@aol.com. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball, hockey, or college football, and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing our recorded message (it changes every power outage). Visit the BORIS Website at:

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Source of the Nile

Turn 49



The Cast:

Brad Martin
 Andrew York

Jason Bargender
 Don Chinnery

D&D Anderson

Published: DD12 (lake, +79 acres), DD11 (lake, +75 acres), CC11 (lake, +88 acres), AA13 (veldt, river from 1 and 4 to 2), Z14 (veldt, river from 5 to 4, cataract, waterfall is 350 feet), Z13 (veldt, river from 1 to 2), G3 (jungle, river from 1 to 5), F3 (jungle, river from 1 and 3 to 4), E4 (jungle, river from 3 and 6 to 4), D3 (lake +38 acres), G4 (jungle, river starts and runs to 6), G24 (jungle, river from 3 to 6), H24 (swamp), G22 (mountain, river begins and extends to 4), H21 (desert, river from 1 to 3, oasls), I22 (veldt, river from 6 to 3), J19 (swamp), J18 (veldt), K18 (veldt), P2 (swamp), O4 (lake, +21 acres), N4 (lake, +33 acres), FF8 (mountain, river from 6 to 5, cataract), FF7 (jungle/swamp), EE8 (jungle/swamp), EE9 (mountain, river from 3 to 1, 65 foot waterfall), DD8 (jungle/swamp), GG5 (veldt, river to 1), FF5 (veldt, river from 4 to 1), EE6 (desert, river from 4 to 1), DD6 (veldt, river from 4 to 2, 85 ft waterfall), DD7 (jungle/swamp), CC6 (veldt), BB6 (veldt, river to 5), BB5 (mountain, river from 2 to 4 and 5), CC4 (desert, river to 4), DD3 (swamp), CC5 (desert), DD10 (lake, +32 acres), DD9 (lake, +56 acres), CC10 (veldt), CC9 (jungle, river begins and flows to 1), BB10 (jungle, river from 4 to 1), AA11 (jungle, river from 4 to 1), AA12 (veldt), Z12 (veldt, river 4 to 5), CC12 (lake), F4 (veldt, river 3 to 5), G5 (swamp), F5 (desert, river to 4), U3 (jungle), U4 (veldt), V5 (jungle, river from 1 to 3), W6 (jungle, river from 6 to 2), V6 (jungle), U6 (jungle, river from 5 to 1), U7 (jungle, river to 3), H19 (swamp), F22 (desert, oasls).

Positions still available for fearless explorers. Contact Alan Bargender if interested.

STELLAR CONQUEST

Kurzon Dax: Awaiting orders for Turn 38 combat and adjustments to Turns 39-40 movement. Game ends after Turn 44 combat.